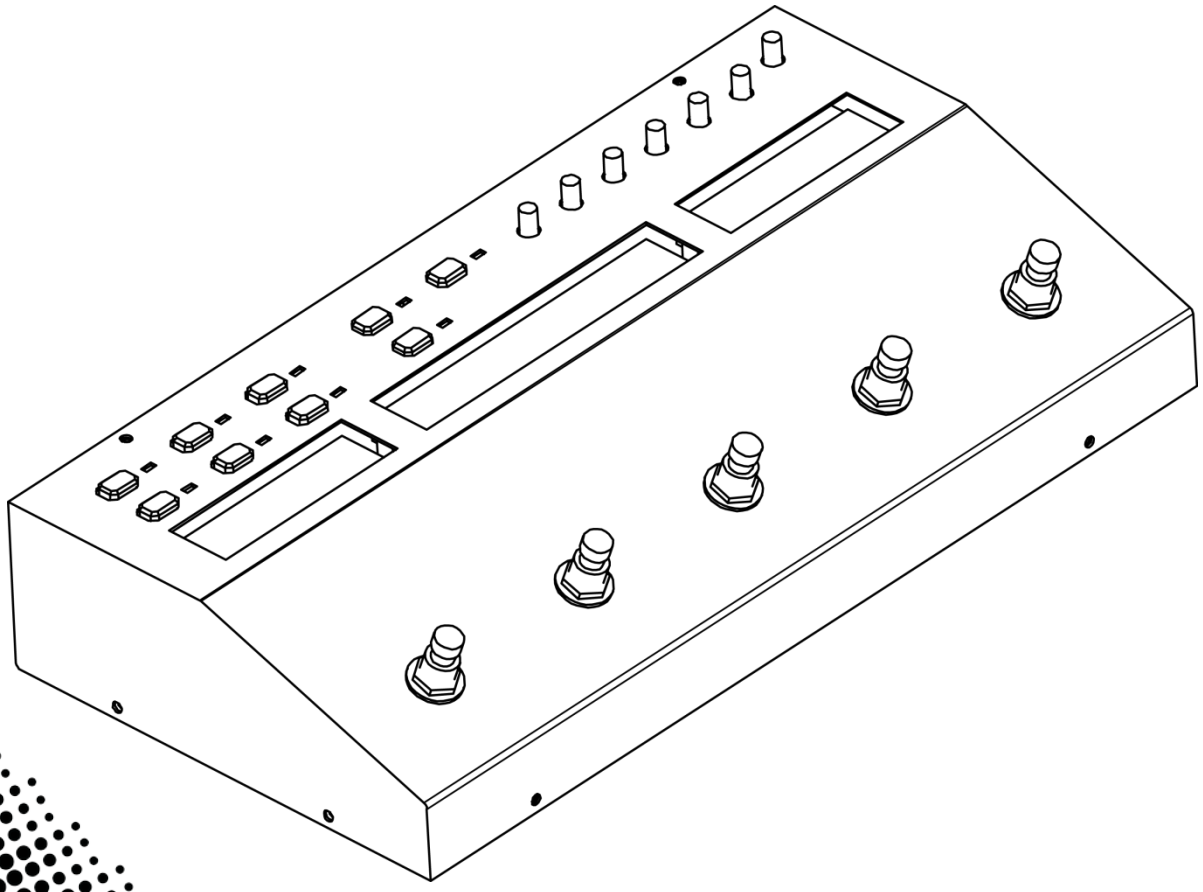
Foot-C™

User Manual



CHAUVET DJ®

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1. BEFORE YOU BEGIN

What Is Included

- Foot-C™
- External Power Supply
- Warranty Card
- Quick Reference Guide

Unpacking Instructions

Carefully unpack the product immediately and check the container to make sure all the parts are in the package and are in good condition.

Claims

If the box or the contents (the product and included accessories) appear damaged from shipping, or show signs of mishandling, notify the carrier immediately, not Chauvet. Failure to report damage to the carrier immediately may invalidate your claim. In addition, keep the box and contents for inspection.

For other issues, such as missing components or parts, damage not related to shipping, or concealed damage, file a claim with Chauvet within 7 days of delivery.

Text Conventions

Convention	Meaning
1—512	A range of values
50/60	A set of values of which only one can be chosen
Settings	A menu option not to be modified
Menu > Settings	A sequence of menu options to be followed
<ENTER>	A key to be pressed on the product's control panel
ON	A value to be entered or selected

Symbols

Symbol	Meaning
	Critical installation, configuration, or operation information. Not following these instructions may make the product not work, cause damage to the product, or cause harm to the operator.
	Important installation or configuration information. The product may not function correctly if this information is not used.
	Useful information.

Disclaimer

The information and specifications contained in this document are subject to change without notice. Chauvet assumes no responsibility or liability for any errors or omissions that may appear in this manual. Chauvet reserves the right to update the existing document or to create a new document to correct any errors or omissions.

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Product at a Glance

Use on Dimmer	X	Auto Programs	X
Outdoor Use	X	Auto-ranging Power Supply	P
Sound-Active	P	Replaceable Fuse	X
DMX	P	User-Serviceable	X
Master/Slave	X		

Safety Notes

Please read the following Safety Notes carefully before working with the product. The Notes include important safety information about installation, usage, and maintenance.

- Always connect the product to a grounded circuit to avoid the risk of electrocution.
- Always disconnect the product from the power source before cleaning.
- Make sure the power cord is not crimped or damaged.
- Never disconnect the product from power by pulling or tugging on the cord.
- Make sure there are no flammable materials close to the product when operating.
- Do not touch the product's housing when operating because it may be very hot.

- The product is not intended for permanent installation.
- Always make sure that the voltage of the outlet to which you are connecting the product is within the range stated on the decal or rear panel of the product.
- The product is for indoor use only! (IP20) To prevent risk of fire or shock, do not expose the product to rain or moisture.
- Always install the product in a location with adequate ventilation, at least 20 in (50 cm) from adjacent surfaces.
- Never connect the product to a dimmer.
- Never carry the product from the power cord.
- The maximum ambient temperature (Ta) is 104 °F (40 °C). Do not operate the product at higher temperatures.
- In the event of a serious operating problem, stop using the product immediately.
- Never try to repair the product. Repairs carried out by unskilled people can lead to damage or malfunction. Please contact the nearest authorized technical assistance center.
- To eliminate unnecessary wear and improve its lifespan, during periods of non-use completely disconnect the product from power via breaker or by unplugging it.

Keep this User Manual for future use. If you sell the product to someone else, be sure that they also receive this document.

2. INTRODUCTION

Features

- Controls up to 6 fixtures, up to 36 channels total
- Designed to work with fixtures that have up to 6 channels
- Guitar pedal-style buttons
- Create and control a full light show of chases, scenes, fades, and more
- Built-in Tap Sync, Auto, and Sound modes
- MIDI input
- Direct audio line input for triggering scenes
- Fits in the CHS-25 VIP Gear Bag

Product Description

Foot-C™ is a compact 36-channel DMX foot controller that can control up to 6 six-channel fixtures and store 12 sets of chases with up to 24 steps each. Ideal for 6-channel fixtures, it has rugged guitar pedal-style buttons that can trigger Automated and Sound-Active modes, as well as control chases and scenes. LED displays make it easy to navigate the controller in any environment.

Mounting

The Foot-C™ is designed with 4 rubber feet so it can be placed on a table top for programming, and then floor-mounted for playback. The product is not rack-mountable.

Programming Concepts

The Foot-C™ uses DMX addressing and values to control products. See Fixture Addressing for more information.

Looks are created by using the faders to send DMX values to the products. The looks are saved into scenes or as steps in chases. The scenes and chases are played back at different speeds and with different types of triggers.

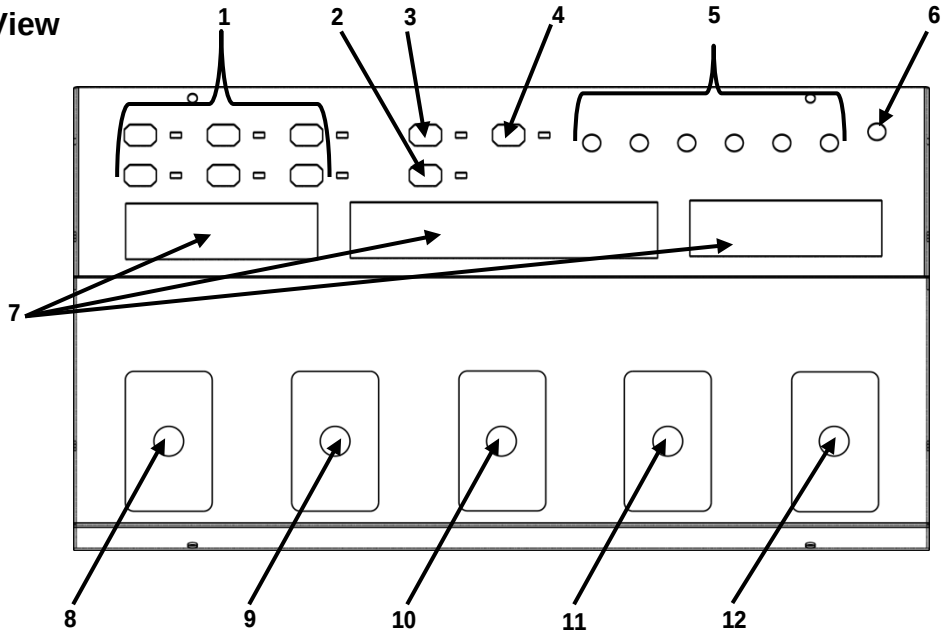
- Looks are created in Program mode. The products are selected with the fixture buttons. The knobs are moved to control the products and create looks. Then the looks are saved to scenes or chases with the program button.
  See Programming for more information.
- Scenes and chases are played back in Playback mode. Timing of playback is set with the speed and time functions, audio triggers, the Tap Sync function, or MIDI input. See Playback for more information.

Looks can be created in playback mode, but they cannot be saved.

Front Panel Overview

The Foot-C™ is laid out with the **Fixture** buttons (**<1>**–**<6>**) on the top left, the color and sensitivity knobs on the top right, the LED displays along the middle, and the guitar pedal-style buttons along the bottom. The rear panel of the product has the ports and power connection. See Back Panel View for information about the back panel and its ports.

Front Panel View



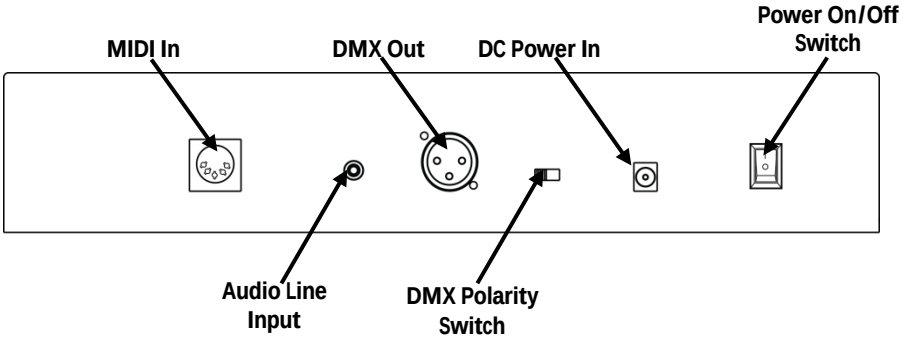
Front Panel Controls

Item	Button or Knob
1	Fixture selection buttons 1–6 with indicator LEDs
2	Program button
3	Blackout button
4	Delete button/MIDI channel select. LED indicator will light orange when in MIDI selection mode.
5	Color/control knobs: red, green, blue, amber, white, and UV
6	Sound sensitivity knob
7	Displays
8	Mode pedal-style button - switches between chases and scenes
9	Up pedal-style button - navigates upward through a list or increases numerical value when in a function
10	Down pedal-style button - navigates downward through a list or decreases numerical value when in a function
11	Function (Enter) pedal-style button - enables the currently displayed menu or sets the currently selected value
12	Music/Auto/Blackout pedal-style button. Also toggles program modes.

Control Descriptions

Button or Fader	Description
FIXTURE <1>–<6>	Buttons that select lights to control and set the default DMX addresses of the channel faders. The corresponding LEDs indicate when a light is selected. **Note: These buttons are inclusive. Pressing one, then another, selects both lights. To deselect a light, press it again and make sure the LED indicator is off.**
BLACKOUT	The **<BLACKOUT>** button will darken all fixtures. To turn blackout off, press the **<BLACKOUT>** button again. The **<MUSIC/AUTO/BLACKOUT>** pedal will also activate and deactivate the blackout feature.
PROGRAM	Button used to enter the programming mode. Allows you to program a scene, chase, or sequence thereof.
DELETE	Button used to delete scenes individually. Delete a scene by pressing and holding the **<DELETE>** button until the LED display flashes. **<DELETE>** button also controls the MIDI channel select.
Color/Control Knobs	Knobs to control the manual adjustment of red, green, blue, amber, white and UV (000–255); or the DMX channel of the Fixtures 1–6.
Audio Sensitivity Knob	Knob that adjusts the board's sensitivity to sound and music.
LED Displays	Display that shows various types of information about current selections and whether it is in Program or Playback mode: · Blackout - indicates that blackout is active and the board is not sending DMX signals. · Program - indicates that the board is in Program mode. · Music - indicates that the board is in Music Trigger mode. · Auto - indicates that the board is in Auto Trigger mode. · Chase - shows the current chase in Playback or Program mode. · Scene - shows the current scene in Playback or Program mode.
<MODE> Pedal Button	Button that switches between Chase mode and Scenes mode. Hold to activate the Tap Sync feature.
<UP> Pedal Button	Button that moves up through banks of scenes, or up through the steps in a chase.
<DOWN> Pedal Button	Button that moves down through banks of scenes, or down through the steps in a chase.
<FUNCTION (ENTER)> Pedal Button	Button used while programming to switch between the Speed and Fade functions, or to confirm a selection.
<MUSIC/AUTO/ BLACKOUT> Pedal Button	Button used in playback to quickly switch between Music mode, Auto mode, or to blackout all fixtures. · To turn the blackout off, you must press and hold the **<MUSIC/AUTO/BLACKOUT>** pedal button again. · While in Tap Sync mode, press the **<MUSIC/AUTO/BLACKOUT>** pedal button to the beat to set your chase timing. Also used for toggling program modes. With program activated, press to switch between **Add** and **EdIT**.

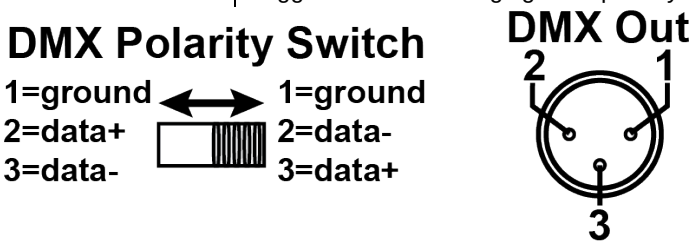
Back Panel View



Back Panel Ports

Port	Function
MIDI In	5-pin MIDI port for connecting a MIDI signal.
DMX Out	3-pin DMX port for connecting to other products.
DC Power In	Connects to the external power supply.
Power On/Off Switch	Toggle switch that turns the Foot-C™ on and off.
Audio Line Input	RCA Input for external audio triggering.
DMX Polarity Switch	Toggle switch for changing DMX polarity.

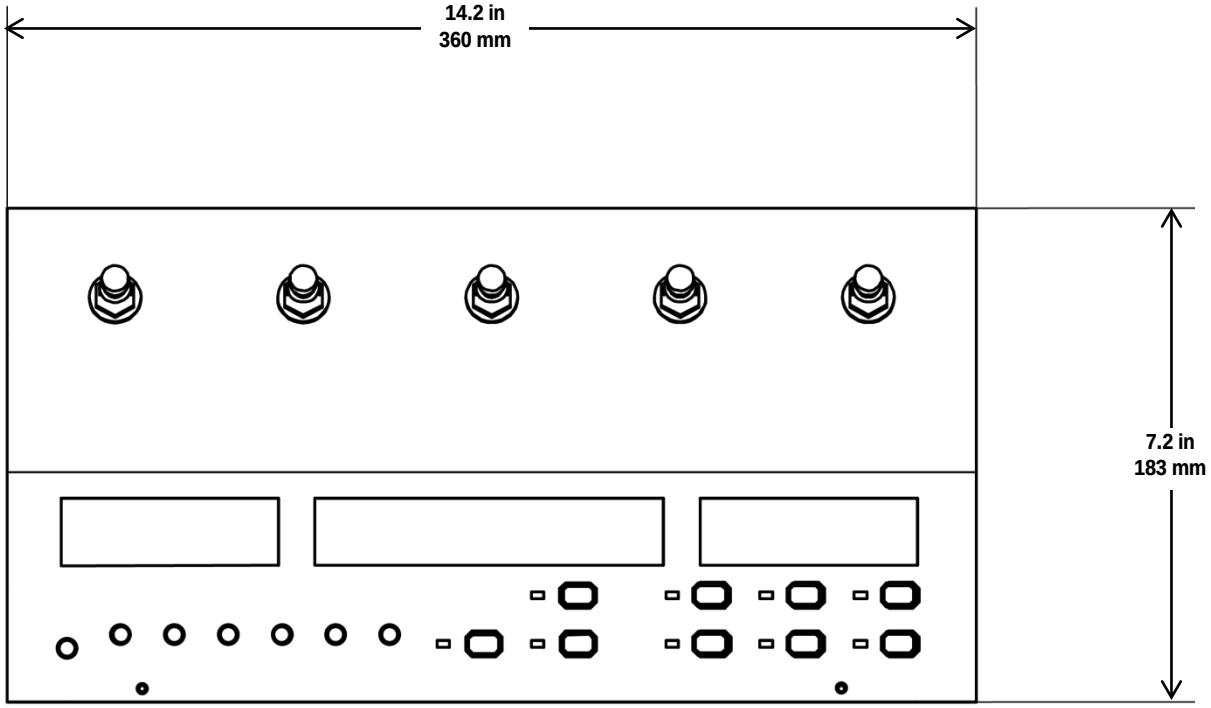
DMX Polarity Switch Diagram

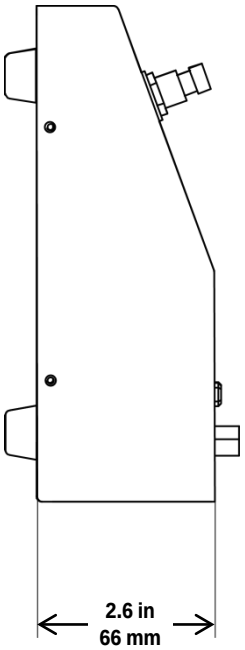


All Chauvet lights use a negative pin 2 and positive pin 3, so the polarity switch should be set as shown above—towards the DMX Control Out port. Other manufacture's lights might be different.

For more information about DMX, download the DMX Primer from www.chauvetlighting.com.

Product Dimensions





3. SETUP

AC Power

The Foot-C™ has an external auto-ranging power supply and it can work with an input voltage range of 100 to 240 VAC, 50/60 Hz. To determine the product's power requirements (circuit breaker, power outlet, and wiring), use the current value listed on the label affixed to the power supply's back panel, or refer to the product's specifications chart. The listed current rating indicates the product's average current draw under normal conditions.

- **Always connect the product to a protected circuit (circuit breaker or fuse). Make sure the product has an appropriate electrical ground to avoid the risk of electrocution or fire.**
- **To eliminate unnecessary wear and improve its lifespan, during periods of non-use completely disconnect the product from power via breaker or by unplugging it.**

Never connect the product to a rheostat (variable resistor) or dimmer circuit, even if the rheostat or dimmer channel serves only as a 0 to 100% switch.

Mounting

The Foot-C™ is designed only for floor or table mounting. Make sure adequate ventilation is provided around the product.

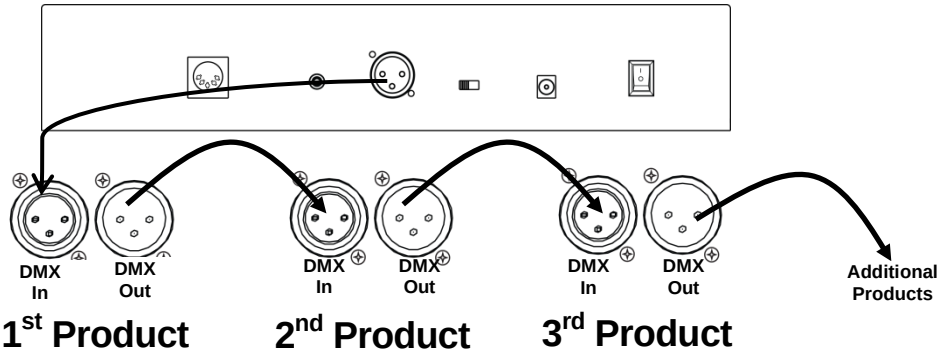
Setting Up the Board

In order to use the controller it must be connected to the products with DMX cables and the products must be addressed correctly. The sections below described DMX cabling and DMX addressing.

DMX Cabling

DMX cabling is required to get DMX values from the board to the products. Connect the DMX cable from the DMX Out of the board to the DMX In of the first product in the rig.
Then connect another DMX cable from the DMX Out of the first product in the rig to the DMX In of the next product. Continue connecting until all the products are connected.

DMX Cabling Diagram



Fixture Addressing

The Foot-C™ uses DMX addressing. The Foot-C™ controls lights with specific DMX addresses and the lights must be addressed correctly for the Foot-C™ to control them.
More than one light can have the same DMX address, but lights with the same DMX address should be the same type of light.
Below is a chart showing the Foot-C™ DMX addresses and the corresponding fixture buttons.

FIXTURE Button	Starting Address	Range
<1>	1	1–6
<2>	7	7–12
<3>	13	13–18
<4>	19	19–24
<5>	25	25–30
<6>	31	31–36

This product has program memory. All looks exist not only during the current session, but can also be saved or recalled after switching the power OFF.

4. PROGRAMMING

Program Mode

Program mode is used to program for playback. In Program mode, lighting looks are created and saved for playback. There are three parts to programming for playback.

- Programming lights: selecting and controlling them to create looks.
- Programming scenes: saving the looks into scenes.

  or

- Programming chases: saving the looks into steps in a chase.

The next section describes how to program lights, scenes, and chases, and how to modify and delete scenes and chases.

Output can be adjusted in Playback mode, but the looks created in Playback mode cannot be saved to memory.

Entering Program Mode

To enter program mode do the following:

1. Turn the board on.
2. Press and hold **<PROGRAM>** for three seconds.
3. The program indicator light, next to the **<PROGRAM>** button, will light up.
4. Release **<PROGRAM>**.

Exiting Program Mode

To exit program mode do the following:

1. Press and hold **<PROGRAM>** for three seconds.
2. The program indicator light, next to the **<PROGRAM>** button, will turn off.
3. Release **<PROGRAM>**.

Programming a Scene or Scenes

The Foot-C™ has one bank of scenes, separate from the chase banks, for saving and playing back recorded scenes. To record a scene, follow the instructions below:

1. Enter program mode.
2. Press **<MODE>** until the left display reads **SCENE**.
3. Use **<UP>** and **<DOWN>** to select the desired scene.
4. Use buttons **<1>**–**<6>** to select the fixture(s) to be programmed.
5. Use the **Color/Number** knobs to set the desired output.
6. Repeat steps 4 and 5 until all fixtures output as desired.
7. Press **<PROGRAM>**. The displays will flash, showing the scene was saved.
8. Repeat steps 3–7 for up to 24 scenes.
9. Exit program mode.

Scenes are intended to be used for static looks, as opposed to chases which are intended for changing looks.

Editing a Scene or Scenes

After being recorded, any scene can be re-programmed. To edit a scene, do the following:

1. Enter program mode.
2. Press **<MODE>** until the left display reads **SCENE**.
3. Use **<UP>** and **<DOWN>** to select the scene to be edited.
4. Use buttons **<1>**–**<6>** to select the fixture(s) to be programmed.
5. Use the **Color/Number** knobs to set the desired output.
6. Repeat steps 4 and 5 until all fixtures output as desired.
7. Press **<PROGRAM>**. The displays will flash, showing the scene was saved.
8. Repeat steps 3–7 for all scenes that require editing.
9. Exit program mode.

Looks created or edited in program mode will not be stored in the system memory until <PROGRAM> has been pressed.

Deleting a Scene or Scenes

To delete a scene, do the following:

1. Enter program mode.
2. Press **<MODE>** until the left display reads **SCENE**.
3. Use **<UP>** and **<DOWN>** to select the scene to be deleted.
4. Press and hold **<DELETE>** for three seconds. The displays will flash, indicating the scene was deleted.
5. Release **<DELETE>**.
6. Repeat steps 3–5 until all desired scenes have been deleted.
7. Exit program mode.

Deleted scenes can not be restored without redesigning the look.

Programming a Chase

Chase mode gives the user access to a bank of 12 chases, each with up to 24 steps. The distinction between chases and scenes allows the user to switch between moving chases and static scenes at will.

Add Mode

Add mode allows the user to record new steps in a chase, either to a previously unrecorded chase. Or to an already established chase. To program a chase:

1. Enter program mode.
2. Press **<MODE>** until the left display reads **CHASE**.
3. Press **<MUSIC AUTO BLACKOUT>** until the display on the right reads **Add**.
4. Use **<FUNCTION (ENTER)>** to scroll through the chase bank until the desired chase is selected.
   A chase with no recorded steps will show **xx 00/00** (chase 1–12 step 0 out of 0) on the middle display.
5. Use buttons **<1>**–**<6>** to select the fixture(s) to be programmed.
6. Use the **Color/Number** knobs to set the desired output.
7. Repeat steps 5 and 6 until all fixtures output as desired.
8. Press **<PROGRAM>**. The displays will flash, showing the step was saved. The product will automatically move on to the next step.
   The last step that was saved to memory will show on the middle display. For example: **03 03/03** (chase 3, step 3 of 3) will change to **03 04/04** (chase 3, step 4 of 4) after pressing **<PROGRAM>**, indicating the next step to be programmed will be **03 05/05** (chase 3, step 5 of 5).
9. Repeat steps 5–8 for up to 24 steps.
10. Exit program mode.

To add a step in the middle of a chase:

1. Enter program mode.
2. Press **<MODE>** until the left display reads **CHASE**.
3. Press **<MUSIC AUTO BLACKOUT>** until the display on the right reads **Add**.
4. Use **<FUNCTION (ENTER)>** to scroll through the chase bank until the desired chase is selected.
5. Use **<UP>** and **<DOWN>** to select the step *before* the step to be inserted.
6. Use buttons **<1>**–**<6>** to select the fixture(s) to be programmed.
7. Use the **Color/Number** knobs to set the desired output.
8. Repeat steps 6 and 7 until all fixtures output as desired.
9. Press **<PROGRAM>**. The displays will flash, showing the inserted step was saved. The middle display will indicate the inserted step. For example, if the display read **01 07/13** before pressing **<PROGRAM>**, it will read **01 08/14** after saving the new step.

Chases are intended to be used for changing looks, as opposed to scenes which are intended for static looks

Deleting a Step or Steps in a Chase

To delete a step or steps in a chase, do the following:

1. Enter program mode.
2. Press **<MODE>** until the left display reads **CHASE**.
3. Use **<FUNCTION (ENTER)>** to select the chase to be shortened.
4. Use **<UP>** and **<DOWN>** to select the step to be deleted.
5. Press and hold **<DELETE>** for three seconds. The displays will flash, indicating the step was deleted. All steps after the deleted step will move down the queue to replace it.
   For example: If step 3 is deleted, step 4 will become step 3, step 5 will become step 4, etc.
6. Release **<DELETE>**.
7. Repeat steps 4–6 until all desired steps have been deleted.
8. Exit program mode or continue programming chases/scenes.

Deleted steps can not be restored without redesigning the look.

Edit Mode

To edit a step or steps in a chase, follow the instructions below:

1. Enter program mode.
2. Press **<MODE>** until the left display reads **CHASE**.
3. Press **<MUSIC AUTO BLACKOUT>** until the display on the right reads **EdIT**.
4. Use **<FUNCTION (ENTER)>** to select the chase to be edited.
5. Use **<UP>** and **<DOWN>** to select the step to be edited.
6. Use buttons **<1>**–**<6>** to select the fixture(s) to be programmed.
7. Use the **Color/Number** knobs to set the desired output.
8. Repeat steps 6 and 7 until all fixtures output as desired.
9. Press **<PROGRAM>** to record the changes. The displays will flash, indicating the changes were saved.
10. Repeat steps 5–9 until all desired changes to this chase are completed.
11. Edit another chase or exit program mode.

5. PLAYBACK

Playback Mode

Playback is used to play back saved scenes and chases. It is the mode to use when the show is happening. In playback mode, the saved scenes and chases are triggered to play back. There are four playback types:

- Scene Playback - Playing back saved scenes.
- Chase Playback - Playing back saved chases.
- MIDI Playback - Using a MIDI input signal to play back scenes and chases.
- Live Playback - Controlling the outputs without the use of scenes or chases. Not recommended.

To operate any of the modes that offer amber, white, or UV color options, the selected fixture must be capable of outputting that corresponding color light.

Scene Playback

Scene playback triggers the looks saved into the scene bank in order from 1 up to 24 for playback with auto, audio, MIDI, or Tap Sync triggering. The middle display shows the current scene.

To enter Scene Playback mode from Chase Playback mode, press **<MODE>**. Scene 1 will automatically be selected. If there is no look saved to Scene 1, it will skip to the first saved scene.

- **For manual triggering of scenes, run the Foot-C™ in Auto mode and set the speed to 0. Use <UP> and <DOWN> to select the desired scene.**
- **Scenes with nothing programmed will be skipped in playback.**

Chase Playback

Chase playback triggers a specific chase (1–12) for playback with auto, audio, MIDI, or Tap Sync triggering. The middle display shows the selected chase, the current step, and the total number of steps in that chase.

To enter Chase Playback mode from Scene Playback mode, press **<MODE>**. Chase 1 will automatically be selected. Use **<UP>** and **<DOWN>** to select a chase.

There is no way to manually trigger the steps in a chase in playback mode.

Speed

The speed setting determines how long each scene or step will be active in Auto mode, before the next scene or step is triggered.

To set speed, do the following:

1. Play back a scene or chase.
2. Press **<FUNCTION (ENTER)>** until **SPEEd 0–16** shows on the middle display.
3. Use **<UP>** and **<DOWN>** to select the desired speed. **0** will halt auto triggering. **1–16** is in order from slowest to fastest speeds.
4. Press **<FUNCTION (ENTER)>** until the display shows the current scene or chase to exit speed setting.

Fade

The fade setting determines how long it takes one scene or step to change, or fade, to the next scene or step.

To set fade, follow the instructions below:

1. Play back a scene or chase.
2. Press **<FUNCTION (ENTER)>** until **FAdE 0–16** shows on the middle display.
3. Use **<UP>** and **<DOWN>** to select the desired fade. **0** will set the scenes or steps to snap immediately to the next when triggered. **1–16** is in order from fastest to slowest fade curves.
4. Press **<FUNCTION (ENTER)>** until the display shows the current scene or chase to exit fade setting.

Auto Mode

Auto mode sets the scenes or the steps in chases to trigger automatically, based on the set speed and fade times.

To enable Auto mode, do the following:

1. Play back a scene or chase.
2. Press **<MUSIC AUTO BLACKOUT>** until the display on the right shows **AUTO**.

Audio Triggering

Audio mode sets the scenes or steps in chases to respond to audio triggers, from either the internal microphone, or an external audio source through the Audio Line Input jack on the rear panel.

To enable Audio Triggering, follow the instructions below:

1. Play back a scene or chase.
2. Press **<MUSIC AUTO BLACKOUT>** until the display on the right shows **MUSIC**.
3. Turn the **AUDIO SENS** knob up until the scenes or steps are triggered by sound as desired.

Blackout

Blackout mode sets all DMX outputs to zero while active. There are two ways to activate or deactivate Blackout mode:

- Press **<BLACKOUT>**

  or

- Press and hold **<MUSIC AUTO BLACKOUT>** for three seconds.

Either method can deactivate Blackout, regardless of how it was activated.

While Blackout mode is active, the indicator LED next to **<BLACKOUT>** will light up.

Tap Sync

The Tap Sync feature allows the user to set the auto speed with their foot. To activate Tap Sync:

1. Play back a scene or chase in Auto mode.
2. Press and hold **<MODE>** for three seconds. The display on the right will show **TAPSY**.
3. Release **<MODE>**.
4. Press **<MUSIC AUTO BLACKOUT>** at the desired tempo. Do this several times to ensure the tempo is set.

To deactivate Tap Sync, press **<MODE>**.

When Tap Sync is activated, the fixture automatically adds a fade time of '1'. This can be removed by pressing the <DOWN> pedal button in the Fade menu.

Manual Override

During playback, the **Color** knobs can take priority over the scene or chase playing back. To manually override a recorded program, do the following:

1. Play back a scene or chase in any mode.
2. Use buttons **<1>–<6>** to select the fixture(s) to be overridden.
3. Use the **Color/Number** knobs to alter the output of the selected fixture(s).

Once a **Color** knob has been moved, the knob will completely supersede the program for the selected fixture(s). For example: If all fixtures are set to output blue for a scene, fixture 1 is selected, and the **BLUE** knob is turned all the way down, then fixture 1 will not output blue.

To turn off Manual Override, use buttons **<1>**–**<6>** to deselect any selected fixtures.

MIDI Operation

The Foot-C™ can be externally controlled by a MIDI signal through the MIDI in port on the rear panel. This will work at any time, as long as there is a MIDI input.

To select the MIDI receiving channel:

1. Press and hold **<DELETE>** for three seconds. The indicator next to **<DELETE>** will light up.
2. Release **<DELETE>**. The display will have changed to show the MIDI receiving channel.
3. Use **<UP>** and **<DOWN>** to select a MIDI receiving channel **1**–**16**.
4. Press and hold **<DELETE>** for three seconds. The indicator next to **<DELETE>** will turn off.
5. Release **<DELETE>**. The display will have returned to normal.

- **The controller will only respond to MIDI commands on the selected MIDI channel when SPEEd is set to 0.**
- **Perform all MIDI control using NOTE_ON or PROGRAM CHANGE commands. All other MIDI instructions are ignored.**
- **To stop a chase, send the BLACKOUT ON note.**

MIDI Map

NOTE_ON

MIDI Note	Function (Turns On/Off)
00–23	SCENE 1-24 ON
24–35	CHASE 1-12 ON
36	TAPSYNC
127	Blackout

PROGRAM CHANGE

MIDI Note	Function (Turns On/Off)
10–21	CHASE 1-12 ON
30–53	SCENE 1-24 ON
60–76	Set Speed 1-16
80–95	Set Fade 1-16
100	Blackout On
101	Blackout Off

MIDI operation always runs in the background during use.

6. MAINTENANCE

Product Maintenance

Dust build-up reduces performance and can cause overheating. This can lead to reduction of the product's life and/or mechanical wear. To maintain optimum performance and minimize wear, clean your lighting products at least twice a month. However, be aware that usage and environmental conditions could be contributing factors to increase the cleaning frequency.

To clean the product, follow the instructions below:

1. Unplug the product from power.
2. Wait until the product is at room temperature.
3. Use a vacuum (or dry compressed air) and a soft brush to remove dust collected on the external surface.
4. Clean all transparent surfaces (display lenses) with a mild soap solution, ammonia-free glass cleaner, or isopropyl alcohol.
5. Apply the solution directly to a soft, lint free cotton cloth or a lens cleaning tissue.
6. Softly drag any dirt or grime to the outside of the transparent surface.
7. Gently polish the transparent surfaces until they are free of haze and lint.

Always dry the transparent surfaces carefully after cleaning them.

7. TECHNICAL SPECIFICATIONS

Dimensions and Weight

Length	Width	Height	Weight
7.2 in (183 mm)	14.2 in (360 mm)	2.6 in (66 mm)	4 lb (1.9 kg)

Note: Dimensions in inches rounded to the nearest decimal digit.

Power

Value	Foot-C™	External Power Supply
Input Voltage	Fixed	Switching
Range	12 VDC, 1 A	100 to 240 VAC, 50/60 Hz
Voltage Selection	Fixed	Auto-ranging

Thermal

Maximum External Temp.	Cooling System
104 °F (40 °C)	Convection

DMX

Output Connector	Channel Range
3-pin XLR	36

Ordering

Product Name	Item Code	UPC Number
Foot-C™	09081024	781462213725

RETURNS

In case you need to get support or return a product:

- If you are located in the U.S., contact Chauvet World Headquarters.
- If you are located in the UK or Ireland, contact Chauvet Europe Ltd.
- If you are located in Mexico, contact Chauvet Mexico.
- If you are located in Benelux, contact Chauvet Europe BVBA.
- If you are located in any other country, DO NOT contact Chauvet. Instead, contact your local distributor. See www.chauvetlighting.com for distributors outside the U.S., UK, Ireland, Mexico, or Benelux.

If you are located outside the U.S., UK, Ireland, Mexico, or Benelux, contact your distributor of record and follow their instructions on how to return Chauvet products to them. Visit our website www.chauvetlighting.com for contact details.

Call the corresponding Chauvet Technical Support office and request a Return Merchandise Authorization (RMA) number before shipping the product. Be prepared to provide the model number, serial number, and a brief description of the cause for the return.

Send the merchandise prepaid, in its original box, and with its original packing and accessories. Chauvet will not issue call tags.

Clearly label the package with the RMA number. Chauvet will refuse any product returned without an RMA number.

Write the RMA number on a properly affixed label. DO NOT write the RMA number directly on the box.

Before sending the product, clearly write the following information on a piece of paper and place it inside the box:

- Your name
- Your address
- Your phone number
- RMA number
- A brief description of the problem

Be sure to pack the product properly. Any shipping damage resulting from inadequate packaging will be your responsibility. FedEx packing or double-boxing are recommended.

Chauvet reserves the right to use its own discretion to repair or replace returned product(s).

CONTACT US

WORLD HEADQUARTERS - Chauvet

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Sunrise, FL 33351
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Fax: (954) 929-5560
Toll free: (800) 762-1084

Technical Support

Voice: (954) 577-4455 (Press **4**)
Fax: (954) 756-8015
Email: tech@chauvetlighting.com

World Wide Web www.chauvetlighting.com

UNITED KINGDOM AND IRELAND - Chauvet Europe Ltd.

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General Information

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General Information

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Voice: +32 9 388 93 97

Technical Support

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World Wide Web www.chauvetlighting.eu

Outside the U.S., United Kingdom, Ireland, Mexico, or Benelux contact your dealer. Follow their instructions to request support or to return a product. Visit our website for contact details.